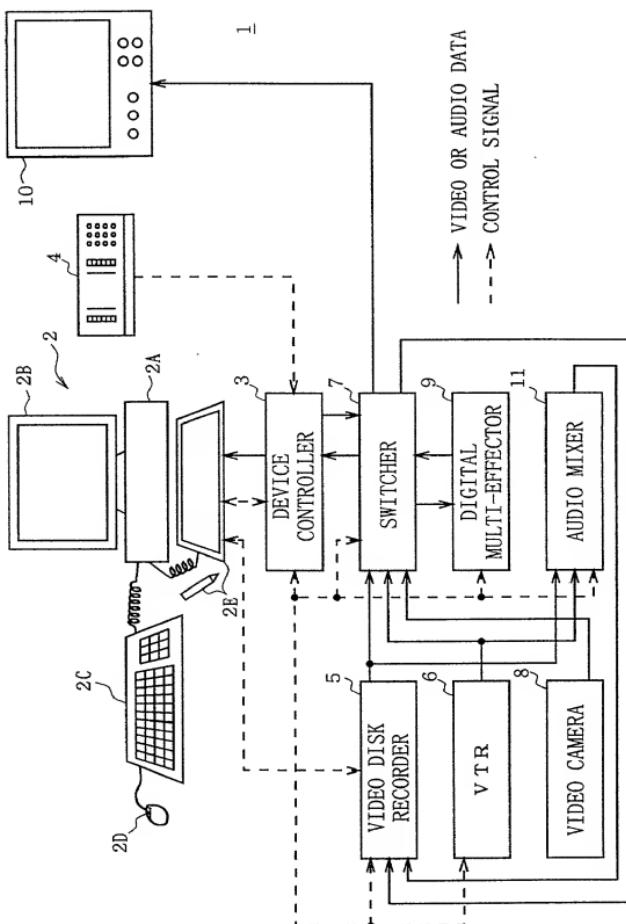


FIG. 1



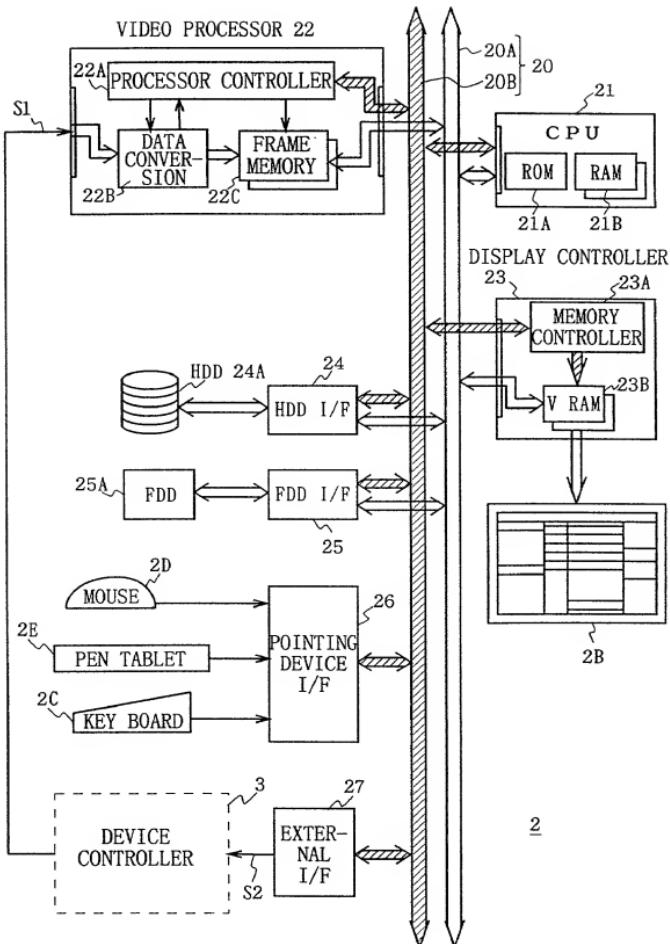


FIG. 2

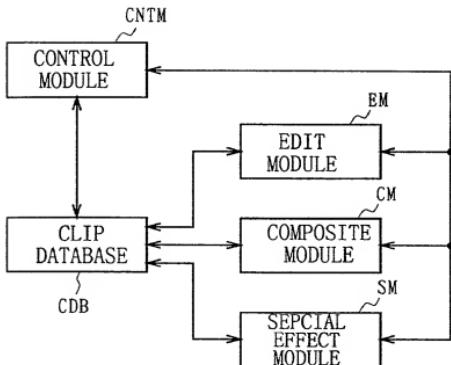


FIG. 3

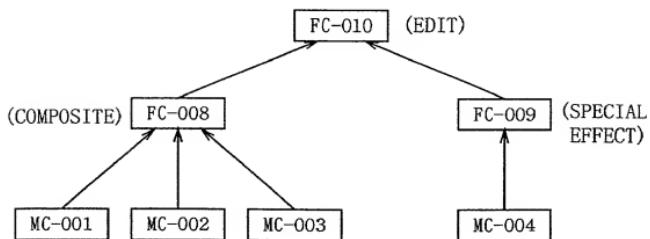


FIG. 4

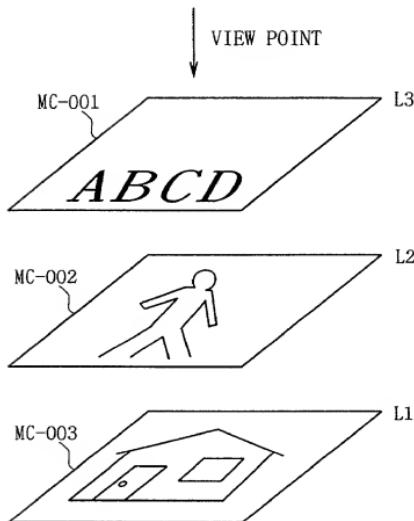


FIG. 5

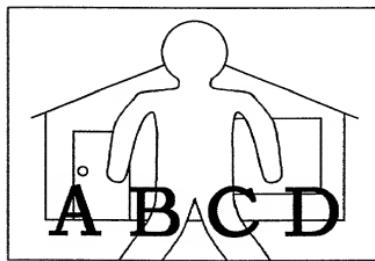


FIG. 6

00:00:00 00:00:42:20 00:01:56:00 00:02:59:20
EP1 EP2 EP3 EP4 EP5 EP6 EP7 EP8

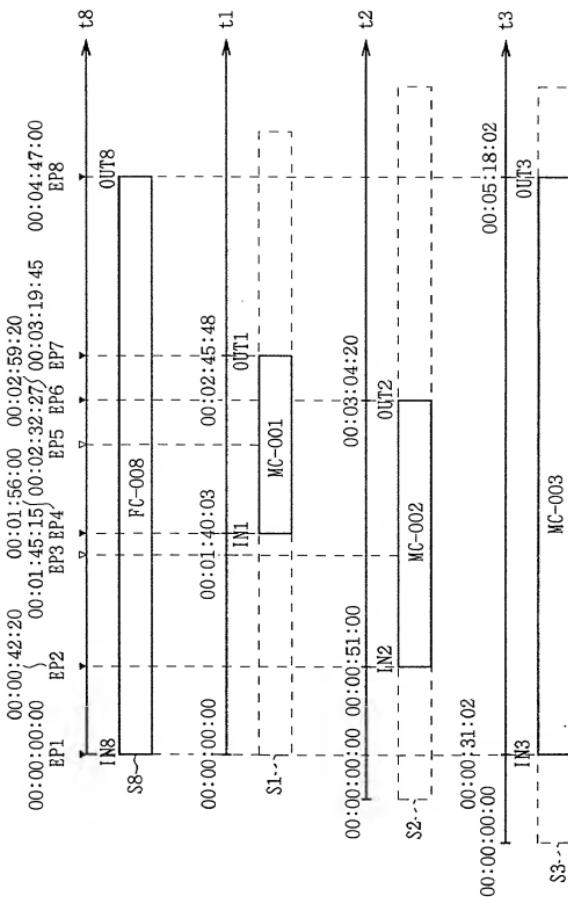


FIG. 7

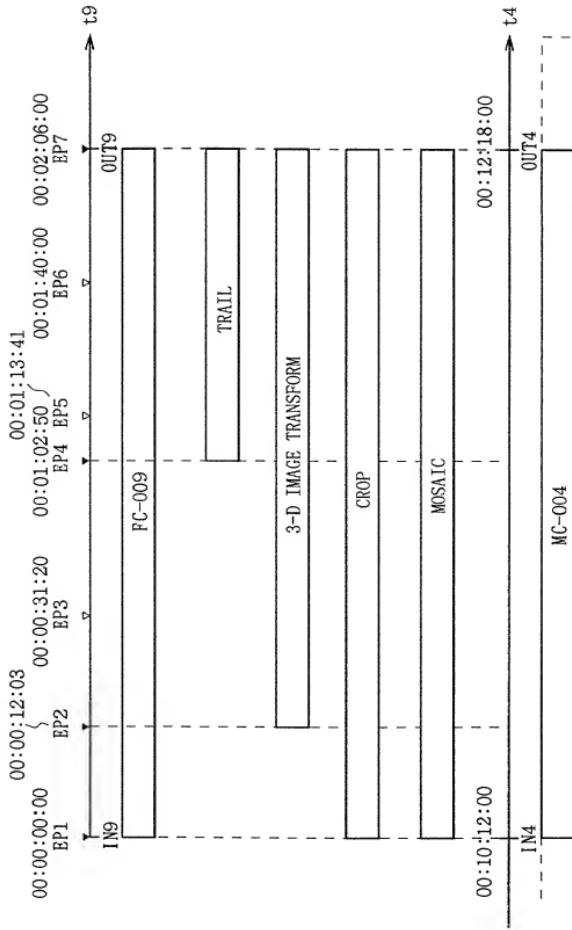
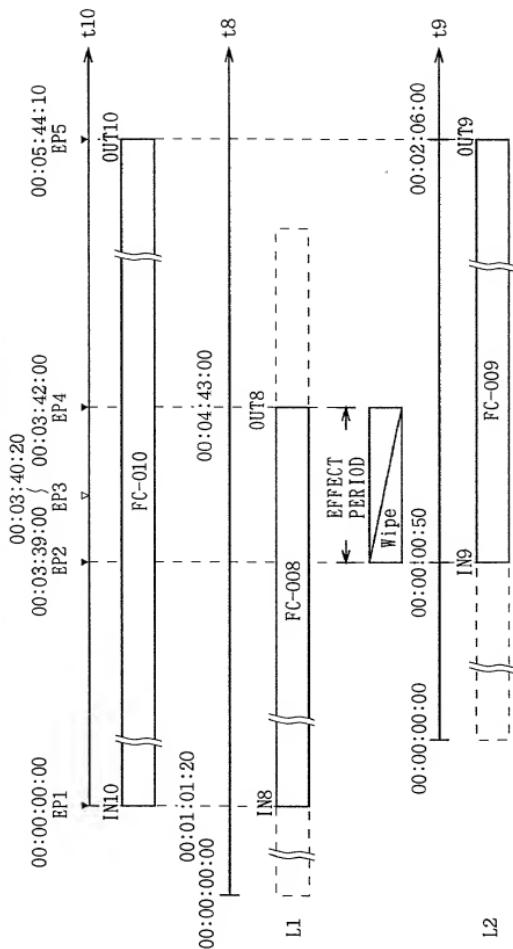


FIG. 8



১
FIG

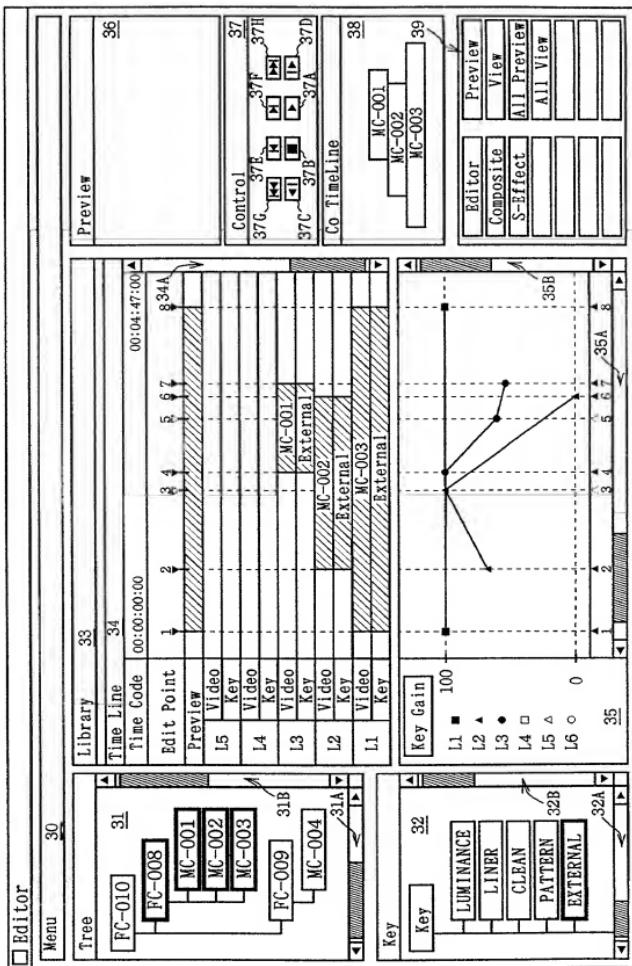


FIG. 10

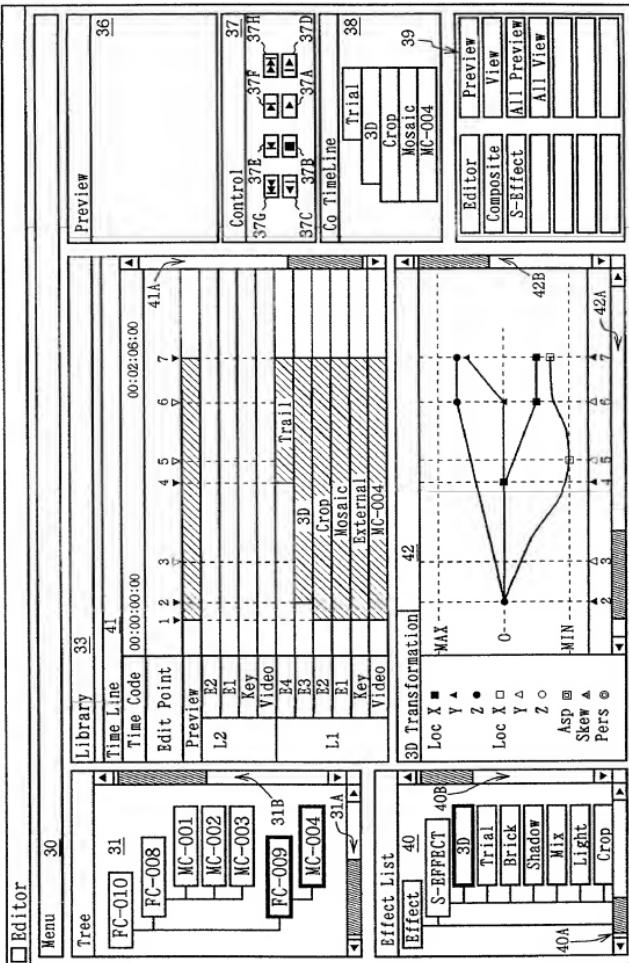


FIG. 11

FIG. 12

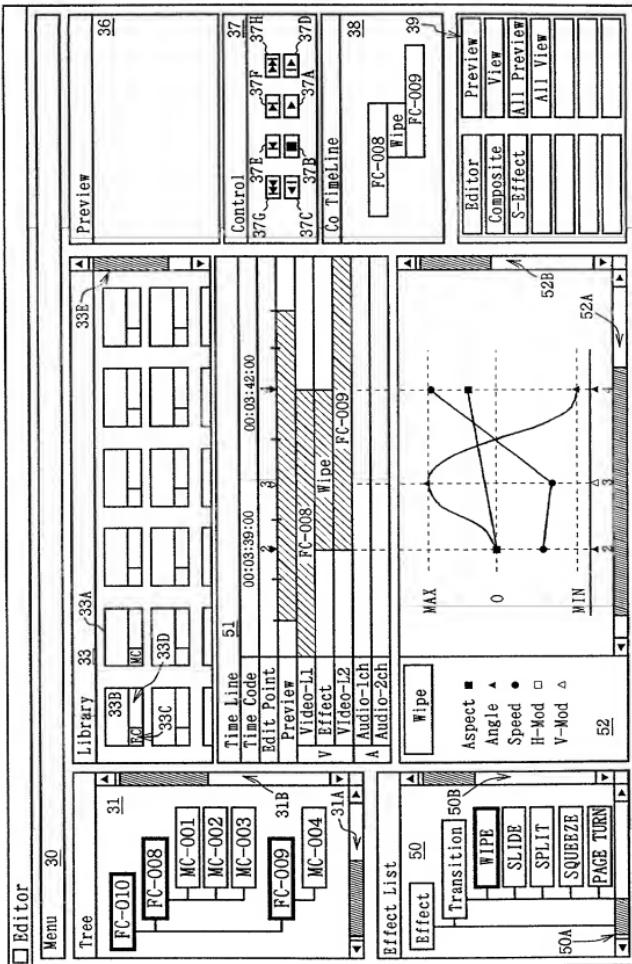


FIG. 13

FIG. 14

CLIP ID CODE	CLIP NAME	PARENT LINK ID CODE	CHILD LINK ID CODE	ENABLE/DISABLE MODULE ID CODE			EDITING POINT DATA	WORK DATA	IMAGE PROCESSING DATA
				L 1	L 2	L 3 FLAG CODE			
001	MC-001		008			E			
002	MC-002		008			E			
003	MC-003		008			E			
004	MC-004		009			E			
005	MC-005					D			
006	MC-006					D			
007	MC-007					D			
008	FC-008		010	003	002	001	E	C	COMPOSITE DATA
009	FC-009		010	004			E	S	REFLECTION AFTER ROTATION
010	FC-010		000	008	009		E	E	EDIT DATA
009BK1	FC-009BK1		010	004		D	S	P	REFLECTION BEFORE ROTATION

EDITING POINT DATA										
	EDIT- POINT	I D	E P 1	E P 2	E P 3	E P 4	E P 5	E P 6	E P 7	E P 8
	TIME CODE	00:00:00:00	00:00:42:20	00:01:45:15	00:01:56:00	00:02:32:27	00:02:59:20	00:03:19:45	00:04:47:00	
008	L 1	IN								00:05:18:02
	OUT									
	L 2	IN								
	OUT									
	L 3	IN				00:01:40:03				
	OUT									00:02:16:48

FIG. 15

FIG. 16

EDITING POINT DATA							
	EDIT- ING POINT	I D	E P 1	E P 2	E P 3	E P 4	E P 5
009	TIME CODE	00:00:00:00	00:00:00:00	00:00:31:20	00:01:02:50	00:01:13:41	00:01:40:00
L 1	IN	00:10:12:00					00:00:06:00
	OUT						00:12:18:00

EDITING POINT DATA							
	EDIT- ING POINT TIME	I D TIME	E P 1 CODE	E P 2 CODE	E P 3 CODE	E P 4 CODE	E P 5 CODE
010	L 1	IN 00:01:01:20					
	L 2	OUT 00:01:00:50					
		OUT 00:02:06:00					

FIG. 17

FIG. 18

		COMPOSITE DATA								
		EDITING POINT ID	E P 1	E P 2	E P 3	E P 4	E P 5	E P 6	E P 7	E P 8
008	L1 COMPOSITE GAIN	1 0 0	---	---	---	---	---	---	1 0 0	
	L2 COMPOSITE GAIN	5 9	1 0 0	---	---	0				
	L3 COMPOSITE GAIN			1 0 0	6 7	---	5 1			

		SPECIAL EFFECT DATA								
		E1	E2							
		EFFECT ID	1025							
		EDIT PID	EP1	EP2	EP3	EP4	EP5	EP6	EP7	
009	L1	Loc X	0	--	0	--	--	--	-1.6	-1.6
		Loc Y	0	--	--	--	--	--	0	+2.0
		Loc Z	0	--	--	--	--	+2.2	+2.2	
		Rot X	0	--	--	--	-180	--	-102	
		Rot Y	0	--	--	--	--	--	0	
	E3	Rot Z	0	--	--	--	--	--	0	
		Asp	0	--	--	--	--	--	0	
		Skew	0	--	--	--	--	--	0	
		Pers	0	--	--	--	--	--	0	
		E4								

FIG. 19

EDIT DATA						
	EFFECT ID	00001				
	EDIT P ID	EP1	EP2	EP3	EP4	EP5
	A s p e c t	0	--	+2.5		
	A n g l e	0	+1.80	-1.80		
010	S p e e d	20	20	100		
	H - M o d	0	--	0		
	V - M o d	0	--	0		

FIG. 20

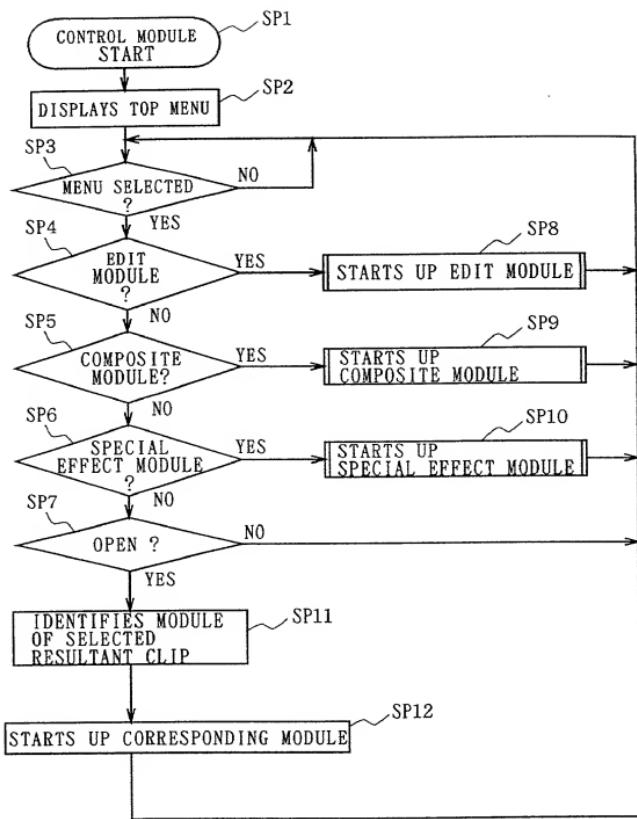


FIG. 21

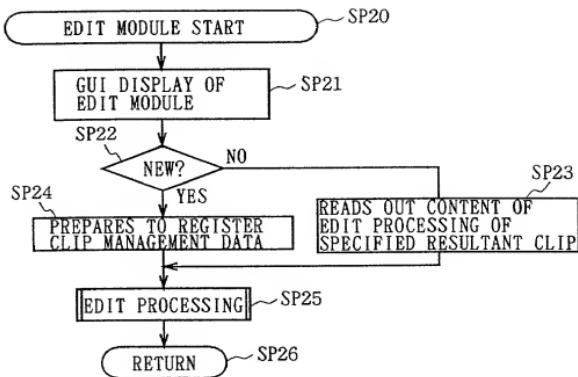


FIG. 22

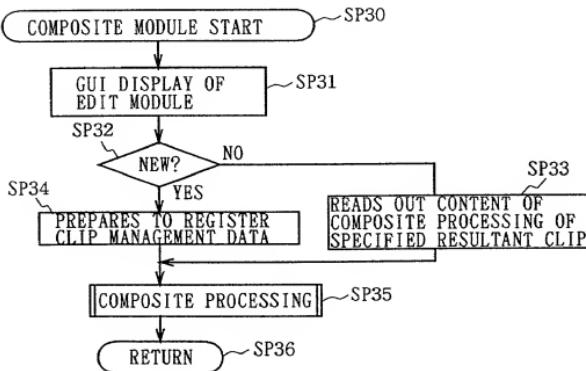


FIG. 23

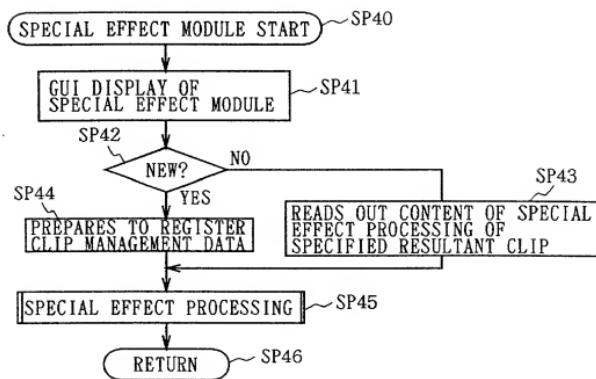


FIG. 24

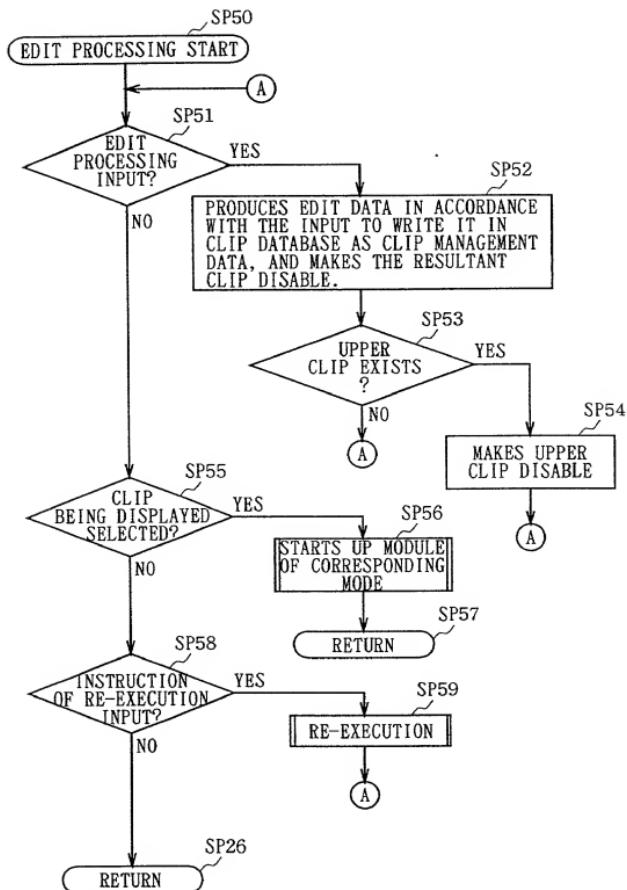


FIG. 25

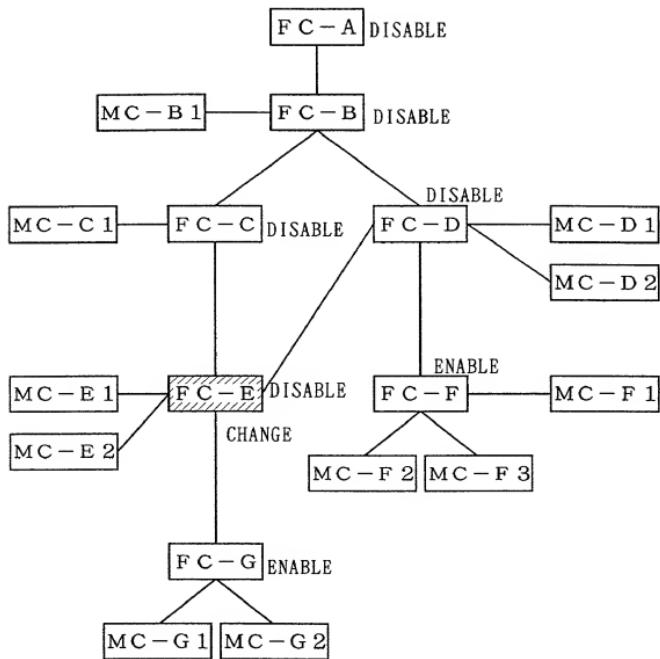


FIG. 26

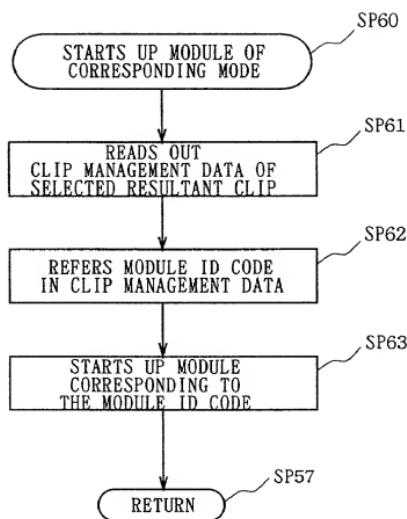


FIG. 27

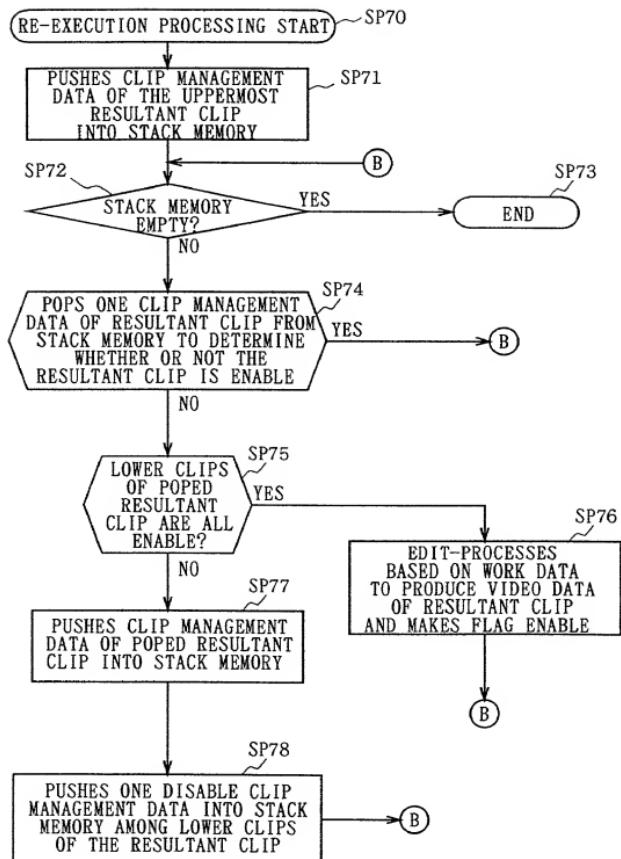


FIG. 28

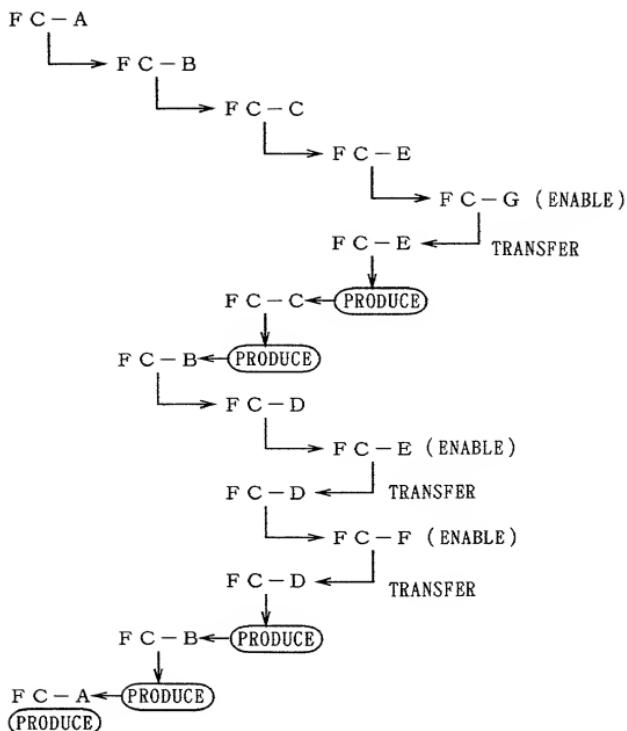


FIG. 29

DESCRIPTION OF REFERENCE NUMERALS

1...editing system, 2...work station, 2A...body, 2B...display,
2C...key board, 2D...mouse, 2E...pen tablet, 3...device controller,
4...exclusive controller, 5...video disk recorder, 6...video tape
recorder, 7...switcher, 8...video camera, 9...digital multi-
effector, 10...monitor, 11...audio mixer, 20...system bus, 21...CPU,
21A...ROM, 21B...RAM, 22...video processor, 23...display controller,
24...HDD interface, 25...FDD interface, 26...pointing device
interface, 27...external interface, 30...menu window, 31...clip
tree window, 32...key window, 33...library window, 34, 41,
51...time line window, 35...parameter setting window, 36...preview
screen display window, 37...device control window, 38...edit
content display window, 39...control command window, 40,
50...effect selection window, 42, 52...parameter setting window.